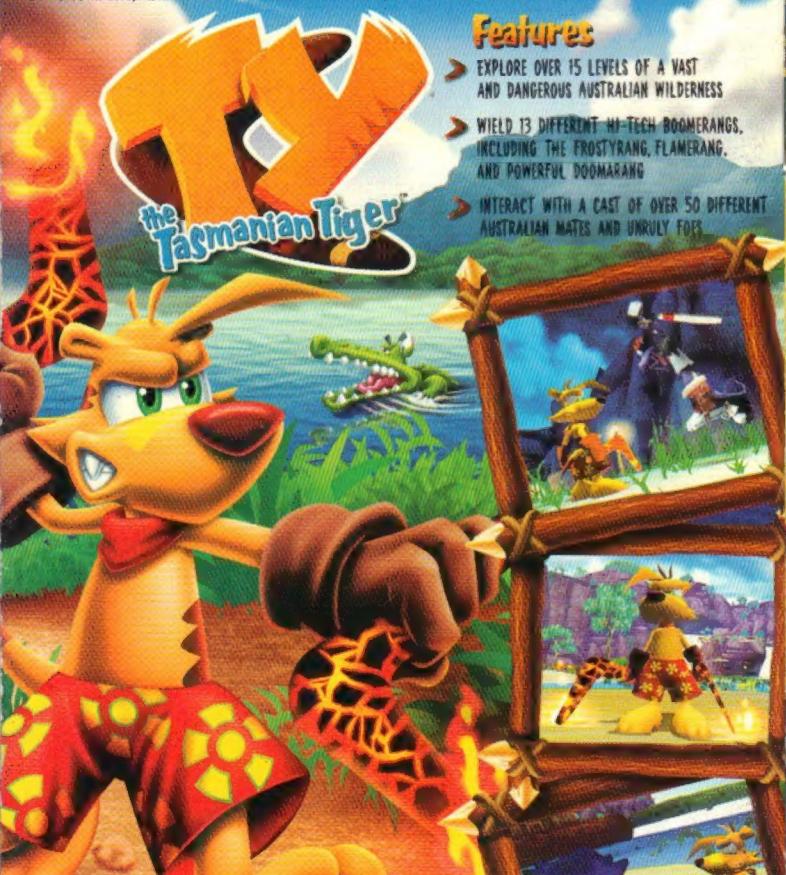


Go Wild Down Under!!!

G'DAY MATE. GO DEEP INTO THE WILD AND DANGEROUS AUSTRALIAN OUTBACK AS TY THE TASMANIAN TIGER. ARMED WITH AN ARSENAL OF HIGH-FLYIN' BOOMERANGS, A FIERCE SET OF CHOMPERS, AND A "NO WORRIES" ATTITUDE, YOU'RE SET TO TAKE ON THE EVIL BOSS CASS.



Features

- ▶ EXPLORE OVER 15 LEVELS OF A VAST AND DANGEROUS AUSTRALIAN WILDERNESS
- ▶ WIELD 13 DIFFERENT HI-TECH BOOMERANGS, INCLUDING THE FROSTYRANG, FLAMERANG, AND POWERFUL DOOMARANG
- ▶ INTERACT WITH A CAST OF OVER 50 DIFFERENT AUSTRALIAN MATES AND UNRULY FOES

EmuMovies

Harry Potter AND THE CHAMBER OF SECRETS.



INSTRUCTION BOOKLET



NINTENDO
GAMECUBE™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

This is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



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THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.



THIS GAME IS COMPATIBLE
WITH THE GAME BOY
ADVANCE PORTABLE VIDEO
GAME SYSTEM.

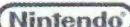


THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.



EVERYONE
VIOLENCE

LICENSED BY



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Getting Started

NINTENDO GAMECUBE™



1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then Insert the *Harry Potter and the Chamber of Secrets*™ Nintendo GameCube™ Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn ON the Nintendo GameCube™ and proceed to the *Harry Potter and the Chamber of Secrets* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the Harry Potter and the Chamber of Secrets title screen, press **START** to advance to the Main menu (► p. 9).

For more information on *Harry Potter and the Chamber of Secrets* and other EA GAMES™ titles, visit EA GAMES on the Web at www.eagames.com.

Dare You Return to Hogwarts?



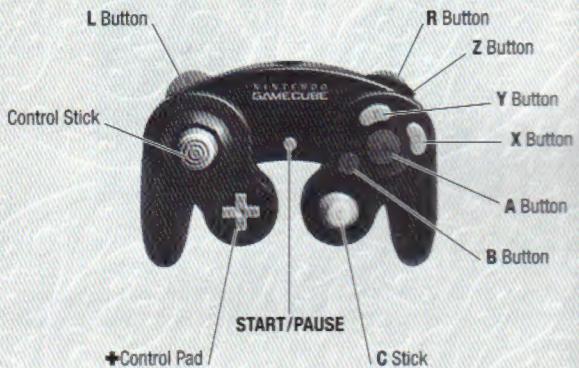
As a young wizard-in-training, Harry Potter can't wait to leave the non-magical world behind and return to Hogwarts School of Witchcraft and Wizardry for his second year. But during the summer holidays, a most peculiar visitor appears in Harry's bedroom with a dire warning—disaster will strike if Harry returns to Hogwarts!

As the new term starts, this grave prediction seems to be coming true. Strange and terrible events occur—and Harry always seems to be nearby. Panic reigns, but nobody knows who—or what—is to blame.

With the help of his best friends, Ron and Hermione, it's up to Harry to solve the mystery and clear his name, before another victim is claimed and Hogwarts is shut down for good!

Control Summary

NINTENDO GAMECUBE™ Controller Configurations



MENU CONTROLS

Highlight menu item	+Control Pad or Control Stick ↑
Change highlighted item	+Control Pad or Control Stick ↔
Select item/Go to next screen	A Button
Cancel/Return to previous screen	B Button

IN GAME CONTROLS

Move Harry	Control Stick
Cast spells	B Button, X Button, and Y Button
Note: For information on the spells you must learn and how to assign them to the the B Button, X Button, and Y Button, ► Spells on p. 13	
Action Button (Context sensitive)	A Button
Note: Context sensitive means when you get Harry up close to objects and people the A Button's function changes. Check the on-screen A Button prompt to see what you can do.	
Target spell/cycle targets	L Button + Control Stick to face Harry towards target
Duck in targeting mode	A Button
Dodge in targeting mode	A Button + Control Stick
Deselect a target	R Button (When in targeting mode)

Note: For more information, ► Aiming Spells on p. 14.

Camera 'Look around'	C Stick ↔
Zoom	C Stick ↓
Center view behind Harry	R Button (When not in targeting mode)
See the world through Harry's eyes	R Button (Press and hold)
Pause game	START/PAUSE
Consult the Inventory (Tasks, Inventory, Quests, and Maps)	Z Button

FLYING CONTROLS

There are two techniques you may use to maneuver your broomstick. The techniques are known as NORMAL and REVERSE. Madam Hooch gives you a broomstick control test at the beginning of your first flying lesson to see which technique you naturally favor. Your flying controls will be set based upon how you handle the broomstick in this test.

Use the Control Stick to control your broom's ascent and descent.

If you later decide to try your hand at the alternative technique, you can switch it in the Options menu.

To accelerate, press the A Button.

Note: Boost becomes available (Y Button), if you fly through enough hoops in a row.

Beginning A New Game

When the game loads, press the START/PAUSE at the title screen to access the Main menu.

MAIN MENU



Adjust a variety of game settings.
► Options on p. 23

Connect your Game Boy® Advance to your Nintendo GameCube™ to unlock a secret area in Hogwarts.
► Linking the Nintendo GameCube™ to the Game Boy® Advance on p. 22

Note: This game is designed to work with the Game Boy® Advance. To connect the Game Boy® Advance, you will need a Nintendo GameCube™ - Game Boy® Advance cable (sold separately). See the instructions that come with the Nintendo GameCube™-Game Boy® Advance cable for additional connection information.

STARTING THE GAME

This is how you begin a new adventure:

1. Select NEW GAME from the Main menu and press the A Button. The New Game screen appears.
2. Press the Control Stick \downarrow to choose an 'Empty' slot and press the A Button to select (Note that this slot also becomes your save game slot).
3. The introductory sequence runs and the game begins.

Note: For information on saving your progress or loading a saved game, ► Saving and Loading on p. 24.

Playing the Game

GAME SCREEN

Press the L Button to target objects and creatures with certain spells and the R Button to untarget them.
(► Aiming Spells on p. 14)

Walk up to other characters and press the A Button to talk/interact. (► Interacting with the World on p. 11)

To move Harry, use the Control Stick.
(► Moving Around Harry's World, below)

New Task—Press Z Button while a notepad is onscreen to look at the To Do section of the Inventory (► Using Your Inventory on p. 15)



To cast Flipendo, press the X Button.
(► Casting Spells on p. 13)

To assign other spells and items to the buttons, press the Z Button (► Using Your Inventory on p. 15)



⇒ If he's up against a wall and you want to sneak around the corner, push the Control Stick in the direction you want to move.

You can also use the Control Stick to step away from the wall.

INTERACTING WITH THE WORLD

⇒ Move Harry close up to people and objects to see if he can interact with them. If he can, the onscreen A Button tells you what to do:

⇒ Approaching unfamiliar objects can be extremely useful to your quest.

◆ Harry can push and pull heavy objects, to clear his way, or to use to help him climb.

MOVING AROUND HARRY'S WORLD

RUNNING, WALKING, AND SNEAKING ABOUT



⇒ Press the Control Stick fully in the direction of travel for swifter progress.



⇒ Press the Control Stick half-way to move Harry around at walking pace.



⇒ Lightly press the Control Stick so Harry can tiptoe past difficult situations without creating a stir.

⇒ In certain situations, approach a wall to 'sneak'. If you can sneak, the onscreen A Button says so. Press the A Button and Harry presses himself to the wall.

JUMPING AND CLIMBING

- When every door you try is locked and cupboards do not contain vital clues, sometimes the only way out of a situation is to climb. Approach likely looking objects and push Harry towards them; if Harry can climb, he will.

Note: To climb a ladder, press the A Button then use Control Stick ↑.



⇒ Run towards an edge and Harry jumps the gap

Note: There are a number of other ways of exploring nooks and crannies but you'll discover these as you play through the game.

BUMPS AND KNOCKS

- Though tough, Harry is not invulnerable. If he's pelted with stink pellets or attacked by angry gnomes, he'll get knocked over and lose stamina from his Stamina bar.
- If the stamina bar empties completely, Harry faints.

Tip: To restore some stamina, eat a Chocolate Frog (if you can catch one) or drink a Wiggeweld Potion from the Inventory.

GNOME THROWING

For wizards, de-gnoming is essential to good garden maintenance.

Follow these simple instructions to de-gnome like a modern day Beaumont Marjoribanks*!

- Cast Flipendo (the X Button by default) at the pesky creature to stun it.
- Approach the gnome while he's still seeing stars and press the A Button when 'Pickup' appears over the onscreen A Button.

SYTHERIN

- Once Harry has grasped the gnome by his ankles 'Throw' appears over the onscreen A Button. Move to a suitable position to commence the throw—press and hold the A Button to start Harry spinning like a hammer thrower.
- Try to 'release' the A Button when the turquoise 'power bar' is at its thickest. If you time it right, Harry could beat the record and win a Wizard card!

Note: Don't spin for too long, or Harry might get dizzy and drop the gnome. Gnomes aren't particularly friendly when they wake up after being Flipendo-ed.

CASTING SPELLS

Good spell casting is the cornerstone of any wizard's repertoire. Learning opportunities present themselves in the most unlikely situations, so search diligently in the early stages of your adventure to be sure of swift progress.

Press the respective spell button to cast the currently selected spell. Flipendo is set to the X Button by default.

Aiming Spells

To aim a spell, face Harry in the direction of the desired target then press the L Button. If you can aim at the target, a spiraling target appears around it.

As soon as you've aimed, press the chosen spell button and the spell is cast.

Press the A Button and use the Control Stick at the same time and Harry might be able to dodge, avoiding any projectiles or spells.

If you encounter multiple opponents, you can target each of them in turn. Press the L Button repeatedly to cycle through the potential targets.

To untarget an object or creature, press the R Button.

Tip: Try the Flipendo spell on everyday objects. A well-aimed spell at a breakable object could reap rewards, from magical sweets to Wizard Money!

For further information on more advanced spell casting, which becomes possible after you've found your second year spell book, **Grade 2 Spells** on p. 18.

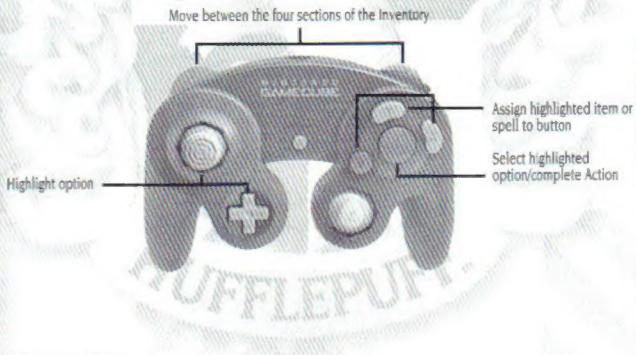
USING YOUR INVENTORY

Press the Z Button to access your Inventory:

Help on your adventure comes in the guise of the Inventory Scrolls. This useful tool is divided into four sections and reminds you of crucial information to do with your adventure. It's also the place Harry stores items that can be assigned to the B Button, X Button, and Y Button.

If you are to prevail and discover the mystery of the Chamber of Secrets, you must familiarize yourself with the features of the Inventory Scrolls and check back frequently!

NAVIGATING THE INVENTORY



TO DO LIST

Keep an eye on the tasks at hand to keep your adventure on track. If you don't complete certain tasks, you'll be unable to progress. Consult this list regularly, both day and night, and you won't go wrong.

New Tasks

Every time a new task is added to the To Do list, an icon appears onscreen. Take a moment to press the Z Button and look at the To Do list in the Inventory.

As you complete your tasks, a tick appears alongside it on your list.

The Passage of Time at Hogwarts

Once all your tasks are completed at the end of each day, you may want to continue exploring, searching or trading with your fellow students. But, without some sleep, you'll be in no fit state to find out what's amiss at Hogwarts. Make sure you do get a few hours sleep each night.

Once you're ready for the next day, go to the To Do List in your Inventory and press the A Button. Alternatively, head up to the Gryffindor dormitory and press the A Button when Harry is next to his bed.

QUEST

The Quest section of the Inventory scrolls displays all the Quest items for which you are currently searching (grayed out) as well as the Quest items you've collected.

You can look at your school books here for further clues and tips on the spells you have learned and the monsters you've encountered. After all, Hermione won't always be there to help!

- ◆ Items you have yet to find are grayed out in the list. Once you've found them, they appear in color.

Folio Magi

Young wizards like to collect Famous Witches and Wizards cards. These cards depict the most eminent or notable witches and wizards throughout history in vivid detail. The Folio Magi is the album where the Witches and Wizards cards you find, win, or trade are stored.

- ◆ Each time you find a card, the Folio Magi opens and the card is displayed.

Trading Witches and Wizards Cards

Approach students in corridors and other communal areas to engage in one of Hogwarts students' favorite pastimes besides Quidditch—Witches and Wizard card trading.

If you have the cards they're after, you might find some real rarities and complete Harry's collection!

INVENTORY

The Inventory section of the Inventory scrolls is where items and spells you have found and learned are stored. Use the Inventory to assign items and spells to the B Button, X Button, or Y Button. You can also see how many house points you've won for Gryffindor's attempt at the House cup.

To assign a Spell or Item

Press the Control Stick to highlight it, and then press the B, X, or Y Button (NOT A Button). When you return to the game the item or spell is assigned to the button. Press the button to cast the spell or use the item.

Tip: It's usually best to allocate only regularly used items or spells to these buttons.

Note: For further information on the Inventory and items stored there, see Inventory and Items p. 20.

MAPS

All students are issued with maps automatically. Consult maps if you lose your bearings.

⇒ To cycle through the levels, press the Control Stick ↶ ↷.

⇒ To view the separate sections of larger levels, press the Control Stick ⇧.

Disclaimer: It should be noted that even though our map-makers are skilled in their craft, even they may not be aware of the many secret rooms scattered throughout the magical world.

Note: You can only consult maps of areas you have already explored.

SPELLS AND SPELL CASTING (GRADE 2)

In order to progress through your adventure, Harry will need to learn new spells.

- ◆ To begin with, Harry can only cast relatively weak first year spells. Later on, when he has a copy of Miranda Goshawk's famous *The Standard Book of Spells (Grade 2)*, you can begin learning how Harry can cast the perfect spell.

To consult *The Standard Book of Spells* for useful hints on casting spells, go to the Quests section of your Inventory and select it.

HOW TO CAST A PERFECT SPELL

1. Press and hold down the spell button (the B Button, X Button, or Y Button).
2. Now, allow the spell power to build up and release the button to cast the spell.

If you release the spell button at the right time you will perform a 'Perfect Cast'—the most powerful version of that spell.

Tip: Keep one eye on the color of a powering spell to maximize your chances of casting perfectly.

Be careful not to hold the spell button down too long as the spell may backfire on you!

GRADE 2 SPELLS

Below is the full list of spells second years will be expected to learn before the end of the year. As well as the spell's name and some tips on its uses, the icon you can assign to your controller is included alongside each heading.

If you do not want to spoil your learning enjoyment, you might want to skip this section.

Flipendo

"The Knockback Jinx"

- ⇒ "Knocks objects and creatures backwards."

The incantation for the Knockback Jinx is 'Flipendo'. Flipendo can be used to 'knock back' weaker opponents or objects and can also be employed to activate certain magically charmed switches that are out of Harry's reach. Use the L Button to target Flipendo

Lumos

"Wand Lighting Charm"

- ⇒ "Conjures light at the end of wand."

'Lumos' is the incantation for a useful light-giving spell. If correctly incanted, the end of the caster's wand temporarily illuminates and casts a revealing light over the general area. In this way, unseen, secret entrances may be discovered in the gloomier parts of Diagon Alley and beyond.

Diffindo

"Severing Charm"

- ⇒ "Will rip or sever materials, ropes and plants."

The 'Diffindo' severing charm has a variety of uses. When cast upon certain tapestries or wall hangings, hidden entrances may be exposed. Its use as a pruning tool in Herbology should not be overlooked, either.

Expelliarmus

"Disarming Charm"

- ⇒ "Repels spells back at an opponent."

Expelliarmus' allows the skilled wizard duelist to rebound an opponent's spell back to harass the original caster and perhaps leave him or her vulnerable to further attack. As you'll find, this particular incantation is the key to successful Wizard Dueling.

Skurge

"Scouring Charm"

- ⇒ "Cleans up ectoplasm."

If you encounter a sticky, green substance similar to troll bogies blocking the doorways of Hogwarts, it could very well be ectoplasm. It's a deposit left in areas where ghosts congregate. Experience has shown the most effective way to expunge this unpleasant substance is with the 'Skurge' scouring charm.

Avifors

"Transfiguration Spell"

⇒ "Turns small objects into birds."

Transfiguration is a particularly tricky type of magic at which to excel. The transfiguration spell most second years use is the 'Avifors' incantation. Cast successfully, it transforms small inanimate objects into birds. This can be both rewarding and useful to the diligent wizard-in-training.

Incendio

"Fire-making Charm"

⇒ "Conjures cold blue flames."

Known variously as the 'Bluebell Flames' or 'Cold Fire', the fiery incantation 'Incendio' can be used for many purposes, from creating a distraction to burning through an obstruction. Some may choose to use Incendio as a dueling charm, though this may have scorchingly severe consequences when employed against an adversary familiar with the Expelliarmus charm.

Alohomora

"Unlocking Spell"

⇒ "Opens mechanical locks."

Mechanical locks can be almost as effective as enchanted barriers in keeping the way closed to prying eyes and light fingers—unless a witch or wizard knows the 'Alohomora' charm, of course. Cast this spell on certain mechanically locked doors and their barrels and pins are magically bypassed giving free passage to the enterprising caster.

INVENTORY AND ITEMS

To access your Inventory, press the Z Button and then press the L or R Buttons to cycle to the Inventory section of the Inventory scrolls.

The Inventory section of the scrolls is where useful items you have found, bought, and traded during the second year at Hogwarts are stored and accessed.

To assign (equip) a spell or item, press the Control Stick to highlight it then press the B Button, X Button, or Y Button (NOT A Button).

The Inventory section of your scrolls is a powerful tool—essential if you are to solve the puzzles and overcome the challenges that lie ahead.

Note: You cannot assign every item in your Inventory to a button. For example, Bertie Bott's Every Flavor Beans and Wizard Money do not need to be assigned, but are equipped automatically when the need arises.

Bertie Bott's Every Flavor Beans

These delightful wizard treats come in almost every flavor imaginable, plus more than a few flavors you might not have dreamt possible!

Tip: Take your beans to Fred and George's shop at Hogwarts to trade for other interesting and useful items.

Chocolate Frogs

These delicious, but jumpy confections must be stunned with Flipendo before Harry can eat them. They're so good that they impart incredible stamina-restoring properties when consumed.

Note: Chocolate Frogs are not stored in the Inventory. They should be eaten as soon as Harry has stunned them.

Wizard Cards

The amazing witches and wizards images on these cards aren't the only things that make them special.

- ◆ View them in your Folio Magi, which can be found in the Quest section of your Inventory.
- ◆ Trade them with other students at Hogwarts (► Trading Witches and Wizards Cards on p. 16).

Every ten cards collected extend Harry's stamina by a small amount.

Eeylops Premium Owl Treats

They're "the best thing for a happy, healthy owl." Feed these furry morsels to Hedwig to encourage her to accomplish tasks for you.

Note: Owl Treats appear in the Quest section of your Inventory and are equipped automatically when Hedwig is hungry.

Money

Wizard Money can be used to buy things you might need in Diagon Alley.

Tip: Money can be found in the most unusual of locations. Try a perfect Flipendo on everyday objects and see what happens.

Potion Vials

Use potion vials as a containers for Stamina-replenishing Wiggenweld Potion. Assign a full Vial and use when Harry needs a boost of stamina.

Stink Pellets

Throw these diminutive items, much beloved of Fred and George Weasley, to create a cloud of stinking green smoke that'll distract and confuse opponents or prefects.

Non-explosable Luminous Balloons

Assign and inflate these magical novelty items to create extremely noisy distractions in tricky situations.

Nimbus Two Thousand

A superior racing broom. Assign this item to fly in permitted areas of Hogwarts' Grounds.

LINKING THE NINTENDO GAMECUBE™ TO THE GAME BOY® ADVANCE

If you're lucky enough to have both the Game Boy® Advance and Nintendo GameCube™ versions of *Harry Potter and the Chamber of Secrets*, you can use a Nintendo GameCube™ - Game Boy® Advance cable to connect your Game Boy® Advance system to a Nintendo GameCube™ and instantly unlock a secret area in the Game Boy® Advance game.

Note: Even if you don't have *Harry Potter and the Chamber of Secrets* for the Game Boy® Advance, you can still connect a Game Boy® Advance with NO Game Pak inserted to the Nintendo GameCube™ *Harry Potter and the Chamber of Secrets* game. If you do, you can download a sliding puzzle game. The graphics for this game are from the Game Boy® Advance version of *Harry Potter and the Chamber of Secrets*.

1. Turn OFF the power switch on your Game Boy® Advance and turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Connect the Game Boy® Advance and Nintendo GameCube™ with a Nintendo GameCube™ - Game Boy® Advance Cable.
 - ◆ If you have not already done so, insert the *Harry Potter and the Chamber of Secrets* Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Insert the *Harry Potter and the Chamber of Secrets* Nintendo GameCube™ Game Disc into the optical disc drive of your Nintendo GameCube™ and then turn both game systems ON.
4. On your Game Boy® Advance, press the Control Pad ↔ to highlight a

language and then press the A Button to confirm. The title screens appear. Press START to continue to the Main menu. From the Main menu, press the Control Pad ↓ to select CONNECTIVITY and press the A Button to confirm.

5. On your Nintendo GameCube™ press START/PAUSE to advance to the Main Menu, and then select GAME BOY® ADVANCE LINK.

A secret area will now unlock in the grounds of Hogwarts on your Game Boy® Advance. Follow the onscreen instructions.

In the secret area, look for the fifth and final location Wizard card. If you have found the other four location Wizard cards, by completing the bean challenges, you now have the full set, allowing you to unlock the secret area within the Nintendo GameCube™ game.

1. Re-connect the Game Boy® Advance to your Nintendo GameCube™ before you begin a NEW GAME of *Harry Potter and the Chamber of Secrets* on your Nintendo GameCube™.
2. Select GAMEBOY® ADVANCE LINK from the Main menu and follow the onscreen instructions
 - ◆ An exclusive extra level is now available from within Hogwarts Castle—Just look for a Goblin somewhere off the main entrance hall!

PAUSE MENU

⇒ Press START/PAUSE to access the Pause menu.

RESUME GAME Select to return to your adventure.

QUIT GAME Select to end your current game and return to the Main menu to begin a new game or to CONTINUE a previously saved game.

OPTIONS Highlight and select to adjust your gameplay options
► Options below for details).

Options

Select Options to switch broomstick flying techniques, invert camera control, turn the Rumble feature ON or OFF and disable subtitles.

- ◆ You can access the Options menu from the Main Menu or from the in-game Pause menu.

Note: Default Settings are displayed in bold.

Important Note: Changes made to settings in the Main menu affect all games whilst changes made in the Pause menu will only affect the current game.

FLYING MODE

Switch between REVERSE and NORMAL broomstick techniques.

CAMERA CONTROL

RUMBLE FEATURE

Switch between REVERSE and NORMAL.

Switch the Controller Rumble Feature ON/OFF to feel the magic of Hogwarts firsthand.

SUBTITLES

Switch on-screen text OFF, if you wish.

Saving and Loading

You can save and load your progress in *Harry Potter and the Chamber of Secrets* using a Nintendo GameCube™ Memory Card inserted into MEMORY CARD Slot A.

NOTE: Never insert or remove a Memory Card when loading or saving files.

SAVING A GAME

Save points in the guise of scrolls are dotted about the level you are exploring.

◆ To save your progress, walk over the save point and press the A Button to confirm your save. The game is saved in the slot you chose when you started a NEW GAME.

This saved game can be loaded the next time you are in the Main Menu.

◆ If Harry faints your game continues from the last save point or restart point, whichever is earlier.

Note: If you exit *Harry Potter and the Chamber of Secrets* without saving, you lose all progress made during that session.

LOADING A GAME

To load a saved game:

1. Highlight CONTINUE from the Main menu and press the A Button.
2. Press the Control Stick ↑ to select the slot that your saved game is in and press the A Button.
3. The Loading screen appears.

Credits

EUROCOM ENTERTAINMENT SOFTWARE

Production Team: Phil Bennett, Suzanne Watson, Jon Williams

Programming Team: Kris Adcock, Christopher Allen, Steve Bak, Stuart Johnson, Dave Pridmore, Daniel Secker, Narinder Singh Basran, John Stephens, Mark Topley, Julian Walshaw-Vaughn, Andy Ware

Art Team: Amanda Barlow, Matt Dixon, Phil Dobson, Matt Farell, Steve Gratton, Henk Nieborg, Jon Parr, Phil Plunkett, Clive Stevenson, Steve Bamford, Drew Kerins, Mike Lindsay, Owen Flanagan, Desmonde Forde, Phil Hanks, Justin Lawless, David Navarro, Tony Palermo, Mark Povey

Audio Team: Neil Baldwin, Steve Camber, Guy Cockcroft

Tools Programmers: Diego Garcia, Chris Jordan, Andy Mitchell, Kevin Marks, Richard Parkin, Bob Smith

Quality Assurance: Aidan Ansdell, Stuart Bee, Peter Brozyna, Neil Bushnell, Andy Dilks, Jake Gumbleton, Ben Kirkman Halford, Oliver Madden, Noel Murphy, Richard Nicholls, Chris Pilkington, Michael Robinson, Anthony Salway, Louise Sargison

Special Thanks: Paul Bates, Hugh Binns, Terry Lloyd, Tim Rogers, Mat Sneap

ELECTRONIC ARTS EUROPE

Production Team: David Amor, Mike Cooper, Jeff Gamon, Chris Gray, Caroline Hall, Simon Harris, Shintaro Kanaoya, Jon Lawrence, Owen O'Brien, Robert O'Farrell, Alex Peters, Neil Pettitt, Derek Proud, Colin Robinson, Lisa Watt, Stuart Whyte

Art Team: Chris Baker, Chris Battson, Sarah Boylan, Simon Britnell, Richard Castle, Ross Dearsley, Alex Godsell, Colin Graham, Lennie Graves, Andre Gressieux, Michelle Hapke, Rachael Huntington, Justin King, Frank Kitson, Yukiko Konno, Steve Leney, James Lipscomb, Roger Lui, Mark Machin, Mike Man, John Miles, Simon Parkes, Neil Parkinson, Lee Robinson, Jason Smith, Lee Sullivan, Sarah Taylor, Kelvin Tuite, Gary Welch

Design & Scripting: Guy Miller, Simon Phipps

Voice Actors: Jim Dale (US Version only), Stephen Fry (All English SKUs except US), Tom Attenborough, Ben Avis, Jane Avis, Willm Bentinck, Caroline Bernstein, Melanie Bright, Greg Chillingarian, David Coker, Allan Corduner, Chris Crosby, Gary Fairhall, Jade Farmillo, Charlotte Fudge, William Green, Steve Hope Wyne, Daniel Irving, Joshua Jaffou, Martin Johnson, Ben Johnstone, Eva Karpf, Johnathan Kydd, Mark Lowen, Lewis Macleod, Joe McFadden, Joe Miller, Marina Neil, Freddie Ridge, Emily Robinson, Harry Robinson, Victoria Robinson

Audio Team: Adele Kellett, Nick Laviers, Bill Lustig, Ian MacBeth, Dominic Smart, Pete Ward

Music: Composed by Jeremy Soule; Performed by Jeremy Soule and the London Philharmonic Choir - L.A. Vocal Majority: Darlene Koldenhoven, David Hartley, Audrey deRoche, Ross deRoche, Julian Soule, Paul Talkington, Alan Wilson, John Scott, Larry Kenton, Larry Kenton (Principal), Mark Gasbarro, Ira Hearstien, Andrew Kinney, Don Nemitz, Geoff Foster, Mike Ross

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Production Planner: James Truter

Materials Co-ordinator: Peter Abbey

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Mastering: Matt Price, Sam Roberts, Des Gayle, James Kneen, Donna Hicks, Wayne Boyce

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European COC Test Supervisor: David Fielding

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European COC Senior Testers: James Bolton, Paul Davies, Tony Hopkins, Jamie Keen, Gary Napper

European COC Platform Manager: James Featherstone

European COC Platform Specialists: Ashley Powell, James Arup, James Norton, Tim Willeman

Studio Ops: Anne Miller, Phil Jones

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Marketing: Jim Molinaro, Jason Ades

Special Thanks: Philippe Erwin, Scott Johnson, Heidi Behrendt, Sandy Yi, Catherine Trillo, Niki Judd, Eloise Kay, Diane Nelson, Amber Fredman, Lisa Singer, Bethany Spenceman, Moira Squier, Robin Blackburn, Sarah Booth-Henry.

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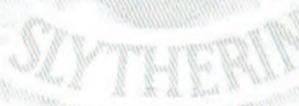
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